

Mike's Card Casino
112 N. Yosemite Ave
Oakdale, Ca. 95361

Fees per hand

Texas Hold'em \$ 3.00 fee per hand dealt

Omaha Hi-Lo split \$ 4.00 fee per hand dealt

Lo-Ball \$ 4.00 fee per hand dealt

RULES FOR LOWBALL

CONTENTS:

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LO-BALL POKER

Lo-Ball poker is a Draw Poker game played with the standard 52 card deck and one Joker added, making 53.

The object is to make the best hand among competing players. The main difference in Lo-Ball is that the traditional ranking of Poker hands is reversed, that is, the lowest combination of cards exposed at the showdown between active Players is the winner.

METHOD OF PLAY

- * Typically the first two or three Players post "blinds," which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of Poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- * Players are each dealt five cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Active Players may elect to discard any number of their original cards if they chose, and have a like number replaced, in an effort to improve their final hand.

- * At the option of the active Players, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- * Active Players now expose their cards. The best hand (in reverse standard order) is declared the winner.

LOWBALL GENERAL RULES

1. IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIPS ON THEM. Dealers will assist in reading hands to the best of their ability, although it is the Player's responsibility to protect his or her hand at all times. The Dealer will assume that any unprotected, abandoned, or discarded hands are dead or have been folded. Neither the House nor the Dealer can be held accountable for the Player's failure to protect his hand. At management's discretion, a hand may be considered retrievable.
2. Before the draw, the first Player to act is the Player to the left of the big blind. After the draw, it is the Player to the left of the dealer button.
3. Initial buy-in for games through 20 limit is five times the minimum bet. Initial buy-in for 30 limit and above is ten times the minimum bet, however after the initial buy-in, subsequent buy-ins will be five times the minimum bet. Thereafter, only one buy of a lesser amount (short-buy) is allowed. Add-on buys which bring you up to the minimum buy-in will not be considered a short buy.
4. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.
5. Any new game employing a dealer-button will have the button positioned for the initial deal based on a random draw—low card receiving the button—among the Players in the new game, after the deck has been shuffled and spread face down on the table by the Dealer. If two or more Players draw the same low card, the deal will be determined by suit rank—clubs, diamonds, hearts and spades.

OMAHA

Omaha is frequently called "FOUR CARD HOLD'EM" because except for a couple of variations both games are the same.

These differences are:

1. Players are each dealt four cards in Omaha vs. two in Hold'em.
2. Players **MUST** use exactly two cards of their four along with three of the common cards exposed on the table in order to form their five-carded Poker hand. The traditional rankings of hands apply.

METHOD OF PLAY

- * Blinds are posted as in many other forms of Poker.
- * Players are each dealt four cards, face down, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/"At The River"). These five cards are common to all active Players.
- * A final betting round.
- * All active Players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active Player with the best High hand is awarded the pot.

OMAHA HI/LO SPLIT (8 QUALIFIER)

OMAHA HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. At showdown time, the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the best exposed High hand. As in Omaha Hi, Players must use two of their personal four cards along with three of the common five to form a traditional Poker hand, High and/or Low. They may use a different set of two cards to form each hand.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt four cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.
- * A final betting round.

HOLD'EM POKER

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt two cards, one at a time, in rotation, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table. These are commonly called the "flop".
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fourth card is turned next to the initial three (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. ("The River Card"/"At The River") These five cards are common to all active Players.
- * A final betting round
- * All active Players expose their hands. Using the best of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot. Players may use two, one, or none (playing the board) of their personal cards to form their hand.

Active Players now expose their cards. The best High hand and the best Low hand, providing it is an "8-or Better", split the hand. Otherwise, the High hand wins all. Players must use the combination of cards as explained above.

PINEAPPLE

PINEAPPLE ("THREE CARD HOLD'EM") is played like HOLD'EM except:

1. Players receive three cards each in Pineapple vs. two cards in Hold'em.
2. Players must discard one of the three cards if they decide to continue the game and contend for the pot.

METHOD OF PLAY

Blinds are posted as in many other Poker games.

Each Player is dealt three cards, one at a time, in turn.

A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.

Three cards are turned face up in the middle of the table (Flop)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fourth card is turned next to the initial three. (Fourth Street)

A round of betting ensues for Players who wish to continue and contend for the pot.

A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

- * A final betting round.
- * All active Players expose their hands. Using two, one, or none of their personal two cards and the five communal cards, the active Player with the best five-carded High hand is awarded the pot.

CRAZY PINEAPPLE

CRAZY PINEAPPLE IS played exactly like PINEAPPLE with one exception, that is, Players who wish to remain in contention for the pot discard one of their personal three cards AFTER the three communal cards are exposed on the table vs. before in PINEAPPLE.

METHOD OF PLAY

- * Blinds are posted as in many other Poker games.
- * Each Player is dealt three cards, one at a time, in turn.
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * Three cards are turned face up in the middle of the table (Flop)
- * A round of betting ensues for Players who wish to continue and contend for the pot. Players who chose to remain must discard one of their three cards at this time. Players who do not wish to continue must discard all their cards and forfeit all rights to the pots.
- * A fourth card is turned next to the initial three. (Fourth Street)
- * A round of betting ensues for Players who wish to continue and contend for the pot.
- * A fifth and final card is turned next to the previous four. (The River Card/At The River) These five cards are common to all active Players.

RULES FOR

7-CARD STUD

7-CARD STUD • HI/LO SPLIT

RAZZ

7-CARD STUD uses a standard 52 card deck, generally without the Joker. Traditional rankings of hands apply.

7-CARD STUD - HI/LO SPLIT rules and method of play are identical to 7-CARD STUD, except, at showdown, if there is a "qualifying hand" for "LOW", that hand will split the pot evenly with the winning "HIGH" hand. A qualifying hand for LOW is one that is an "8-or-better", using traditional LOW BALL rankings. Players do not "declare".

RAZZ is simply 7-CARD STUD played for low only. The traditional LOW BALL rankings apply, and there is no "qualifier".

CONTENTS:

DESCRIPTION OF GAMES

- * 7-CARD STUD
- * 7-CARD STUD HI/LO SPLIT (8 TO QUALIFY)
- * RAZZ

METHOD OF PLAY

- FIRST THREE CARDS DEALT Rules # 1 to # 5
- THIRD STREET TO 6TH STREET Rules # 6 to #11
- SEVENTH STREET Rules # 12 & #14
- THE SHOWDOWN Rules # 15 to #20

7-CARD STUD

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in turn, in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up (4th).
- * Round of betting.
- * Active Players are dealt one card, face up (5th).
- * Round of betting.
- * Active Players are dealt one card, face up (6th).
- * Round of betting.
- * Active Players are dealt one card, face down (7th).
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best five carded hand, in traditional order, HIGH, LOW, OR SPLIT, wins.

7-STUD HI/LO SPLIT (8 QUALIFIER)

7-CARD STUD HI/LO SPLIT uses a standard 52 card deck, generally without the Joker. This game combines aspects of 7-CARD STUD HI and RAZZ (7-CARD STUD LOW) in that the Low hand, providing it is an "Eight-Or-Better", will split the pot with the High hand. Should there be no Player holding an "8 or Better to qualify", the entire pot is awarded to the highest exposed High hand.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Active Players now expose their cards. The best HIGH hand and the best LOW hand, providing it is an "8-or Better", split the pot. Otherwise, the HIGH hand wins all.

RAZZ

RAZZ is simply 7-CARD STUD played for Low, that is, the traditional ranking of Poker hands is reversed. The lowest ranked hand is now the best hand. The difference is akin to DRAW POKER played for High, as in JACKS-OR-BETTER, vs. DRAW POKER played for Low, as in LOW-BALL.

METHOD OF PLAY

- * Players ante, the size of which is relative to the stakes of the game.
- * Players are dealt three cards in rotation, two face down, one face up.
- * Round of betting.
- * Active Players are dealt one card, face up. (4th)
- * Round of betting.
- * Active Players are dealt one card, face up. (5th)
- * Round of betting.
- * Active Players are dealt one card, face up. (6th)
- * Round of betting.
- * Active Players are dealt one card, face down. (7th)
- * Final round of betting.
- * Showdown. Active Players expose all of their cards. Best hand, in reverse order, wins.

INITIAL THREE CARDS

1. If a Player's first or second hole card is accidentally turned up by the Dealer, the third card is dealt face down.
2. If both of a Player's first two hole cards are turned up accidentally by the Dealer, that will constitute a misdeal, and the hand will be redealt. If a Player's first and third cards are turned up, the bet will be the amount of the force only - no completion or raise - if that seat continues to play, otherwise play resumes as normal.
3. Should the Player be responsible for one of his first two hole cards being turned over, the third card shall be dealt up as in normal conditions. The exposed card plays as one of the player's three down cards.
4. If the Dealer deals a card to an empty seat (first or second card) and the error cannot be corrected, it is dead, put into the discards, and the deal continues. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card, and it cannot be corrected, the hand plays as dealt.
5. If a Player is dealt more than two (2) hole cards and it is discovered before he acts on his hand, the extra card will be retrieved and used as the burn card. A Player dealt less than two (2) hole cards will receive a card(s) from the top of the deck. If it is not discovered until after that Player takes action, he has a fouled hand and any money wagered is forfeited.

THIRD - SIXTH STREET ACTION

6. A card dealt off the table is a dead card and will be replaced after the last Player has received his card for that round. The dead card will be used for the next round's burn card, if necessary.
7. Check and raise is permitted.
- 8a. If a Player folds his hand after making a forced bet, his seat will continue to receive subsequent card(s) until there is a bet.
- 8b. If a Player folds his hand on 4th, 5th, or 6th Street and there has been no bet, the Player (seat) will continue to receive card(s) until there is a bet.
- 8c. The above mentioned card(s) will be dealt face down.

9. If a Dealer burns and deals a card(s) before a round of betting has been complete, that card(s) will be eliminated from play, along with an additional card for each remaining players in the hand. Dealer will then burn a card and deal normally. After that round of betting has concluded, play resumes in a normal fashion.
10. If the Dealer burns two cards, or fails to burn a card, the cards will be moved to the proper position if possible. If this happens on a down card and there is no way to tell which card was received, then all Players will accept the cards given to them.
11. If there is an open pair on "Fourth Street" in any Player's up cards, the Player initiating a bet has the option of betting the lower or upper limit. Should he bet the lower limit, any other active Player may raise in increments of the lower or higher limit. Once the higher limit has been bet or raised, the higher limit will continue to be the bet (or raise) for that round. This rule applies in HIGH only.

SEVENTH STREET ACTION

12. If the high (low in RAZZ) hand on board is "all in" before the betting starts on any round, the next high hand will initiate the action.
13. If the Dealer turns the last card face up to any Player(s), all remaining Players will receive their last card face down. The Player(s) whose card(s) was exposed has the option of declaring himself all-in, and all subsequent betting will be on the side. If the Player chooses not to be all-in, the betting continues as normal with the Player who was high on the sixth card initiating the action.
- 14a. If there are not enough cards left in the deck to burn and deal the remaining players a seventh card, the Dealer shall:
 - * Scramble the stub with the burn cards
 - * Cut the stub
 - * Burn a card
 - * Deal the remaining cards, using the last card if necessary.
- 14b. If there are not enough remaining cards for the above procedure, the Dealer:
 - * Will not deal any cards to the active Players

- * Declare that there are not enough cards for all active players
- * Burn a card
- * Turn a community card up in the center of the table. That card plays in each active Players' hand.

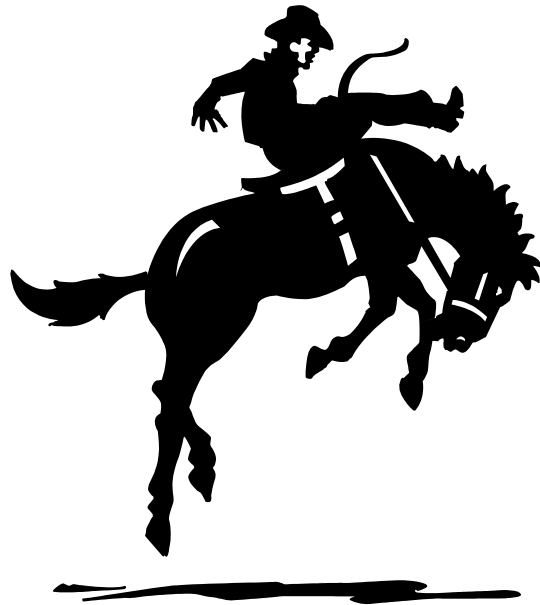
SHOWDOWN RULES

15. At showdown, the Player initiating action (either by checking or betting) must turn his hand over first.
16. When a Player turns any of his up cards face down after a bet has been made, he concedes all rights to the pot.
17. A Player who calls a bet and is beaten "on board" is not entitled to his bet back.
18. A Player must have seven cards in order to win at showdown, except as provided in Rule 14b. Any other number of cards constitutes a dead hand.
19. At showdown, using traditional hand rankings, the active Player with the best five carded high hand (low in RAZZ) out of his seven cards is the winner. In HI/LO SPLIT the low hand must qualify to win half the pot. All seven cards must be exposed at showdown.
20. In the case of a split pot:
 - (a). When playing 7-STUD, any odd chip goes to the Player with the highest card according to suit (Spades, Hearts, Diamonds, Clubs);
 - (b). When playing RAZZ the lowest card, suits reversed, gets the odd chip;
 - (c). When playing HI/LO SPLIT the high hand gets the odd chip.

COLLECTION RATES

Table Limit	Total Table Wagers	Player/Dealer Collection Fee	Player Collection Fee
\$5 - \$30	\$5 - \$25	\$1	N/A
	\$26 - \$50	\$2	
	\$51 - \$75	\$3	
	\$76 - \$100	\$4	
	\$101 or More	\$5	

Cowboy Blackjack



US Patent 6,845,981

OBJECT OF THE GAME

The object of Cowboy Blackjack is for the players and the player-dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 23 by getting a King, Queen, Jack, or Ten Bonus Card and an Ace on the initial two cards dealt. This hand pays 6 to 5.
- Get as close to 23 as possible, without going over.
- Draw additional cards if needed.

VALUE OF THE CARDS

The game uses a standard 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "Jack" and "ten" card). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.

A King, Queen, Jack or Ten "Bonus" card and an Ace, on the initial deal, is the best possible hand. It is known as a cowboy blackjack and pays 6 to 5.

- A "King .Queen. Jack or Ten "Bonus" card dealt with any other card is worth Ten and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- King, Queen, Jack, or Ten "BONUS" cards have a value of 10 unless dealt with an Ace on the initial deal, and then they have a value of 12

Ranking Chart	
Card	Value
(K, Q, J, 10. bonus card)	10, or 12 when dealt with an Ace
Ace	1 or 11
2—9	hold their face value

- A King, Queen, Jack, or Ten bonus card is worth 10. except when dealt with an Ace on the first two cards of the initial deal, whereupon it will be worth 12 and the hand is Cowboy Blackjack

ROUND OF PLAY

1. Cowboy Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealers chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.

Mike's Card Room
Cowboy Blackjack

2. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, the collection fee for the players and player-dealer will also be displayed. A maximum of five collection rates is allowed in compliance with the California Penal Code.
3. A standard round of play begins when a player-dealer is designated. The player/dealer will place a wager in a betting circle in front of their seat. That wager will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino will place a button in front of the player-dealer; which designates that they are taking the "bank" position and further designates whether it is the first or second turn for the player-dealer in the banking position. The player/dealer will place the appropriate collection fee in front of his/her betting circle.
4. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the appropriate collection fee based on the posted schedule for the card room.
5. After the fees have been collected, the house dealer will deal the cards to the players and the player-dealer. All cards dealt throughout the game are face up, with the exception of the player-dealer's second card, which will remain "face down" until all players have acted on their hands. The house dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the right of the designated player-dealer, in a clock- wise manner. Each player will be dealt one card face up: with the player-dealer receiving the last card. The player-dealer's cards will be placed in front of the house dealer.
6. The house dealer will deal a second card to the players in the same order noted above and the last card will go to the player-dealer and will be dealt face down. The players are given an opportunity, starting with the player seated to the right of the player-dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down and surrender will be outlined later).
7. Players must follow the below listed Charts 1A and 1B in deciding whether to hit or stand on a particular hand.
8. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the player-dealer's down card will be turned up. This down card will determine where the "action button" is placed.
9. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the player-dealer's down card. The ACE is counted as one and is the first seat to the right of the player-dealer. The counting is consecutive and clockwise with the player-dealer position NOT being counted.
10. The player-dealer's hand will then be completed according to the rules listed on Chart 1B. Once the player-dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
11. In the event that the player-dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory

Mike's Card Room Cowboy Blackjack

action given to the affected players by the card room or the player/dealer.

12. The player-dealer's cards will always be dealt and placed in front of the house dealer's tray. The placement of the player-dealer's cards is standard in all games and is depicted below. See Diagram #1
13. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the player-dealer position is rotated in a clockwise fashion around the table.
14. The next round of play begins when the house dealer collects all the cards from the table and places them in the discard tray. The house dealer will also change the bank button, and if necessary (if the same person has already held the player-dealer position twice) rotate the player-dealer position clockwise to the next position on the table. If there is no person that intervenes on the player-dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A Cowboy Blackjack (an Ace and a King, Queen, Jack, or Ten Bonus card) is the best possible hand. If the player and the player-dealer's hand are both Cowboy Blackjack, the hand is a push or tie, and no action is taken on the wager.
2. If the player-dealer does not have a Cowboy Blackjack, the players will be given the option to draw to improve their hands, in accordance with Chart IA above. The player-dealer's down-card will be checked by the house dealer, for a Cowboy Blackjack when the player-dealer's first or up card is an Ace or King, Queen, Jack or ten bonus card This will happen prior to any additional cards being given to players. If the player-dealer has Cowboy Blackjack, no additional action will take place and all players' hands that do not have a Cowboy Blackjack will lose.
3. After all players have been given a chance to act on their hands, the player-dealer's hand will be completed in accordance with Chart 1B.
4. If a player's total is less than Cowboy Blackjack and the player-dealer's total is more than a Cowboy Blackjack, the player wins the hand.
5. If a player's total is more than a Cowboy Blackjack and the player-dealer's total is less than a Cowboy Blackjack, the player loses the hand.
6. If a player and the player-dealer have the same total and it is less than a Cowboy Blackjack, the hand is a push or tie. No action is taken on the wager.
7. If a player's total and the player-dealer's total are less than a Cowboy Blackjack, the hand closest to a Cowboy Blackjack will win.
8. If a player's total and the player-dealer's total are more than a Cowboy Blackjack, the player-dealer will win.
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the house dealer. Collection fees will be determined by the card room and can be up to five (5) separate rates per table limit.

Mike's Card Room
Cowboy Blackjack

11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; **subject to local ordinance or code.**
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

DIAGRAM #1

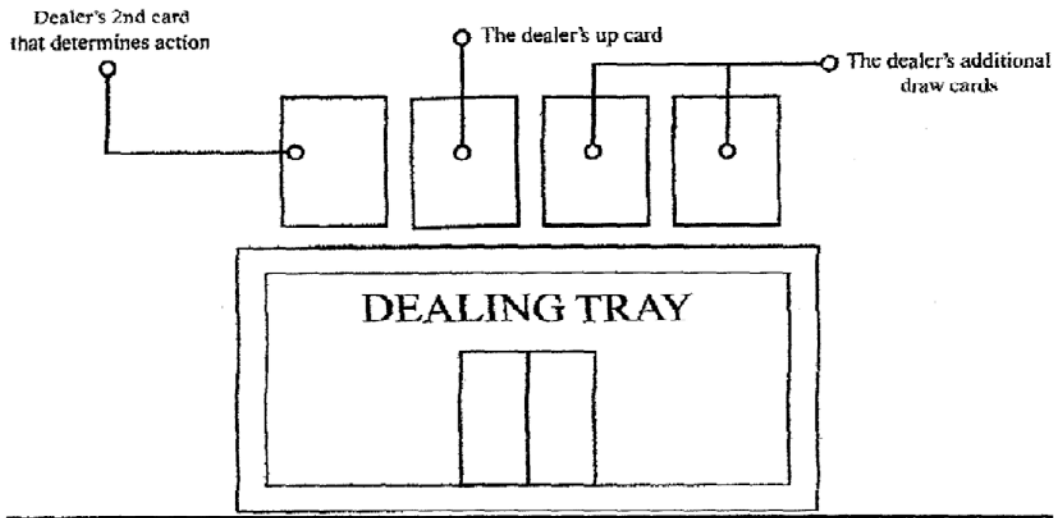


CHART 1A

PLAYER Options		
Must Stand on	Must Hit on	Have Option on
Hard 19 or more	Hard 11 or less	All other counts

CHART 1B

PLAYER/DEALER Options		
Must Stand on	Must Hit on	Have Option on
Hard 17 or more	Soft 17 or less	No Options

DOUBLE-DOWN, SPLIT AND SURRENDER

1. Players can double-down on the first *two* cards dealt to them. The player must place a second wager which may be equal to or less than the player's original wager. The player will only receive one additional card, regardless of the total.

Mike's Card Room Cowboy Blackjack

2. Players can split any pair of two (King, Queen, Jack, or Ten Bonus) cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only receives one additional card per ace. There is no splitting for less. If Aces are split and receive a Bonus card, the payout odds will be one to one (1 to 1).
3. A maximum of three splits is allowed per hand, giving a player up to 4 hands. Doubling-down is permitted after splitting.
4. Players can surrender after the first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the player-dealer's down card *is* exposed. Their play for the hand will then cease.
5. The card room will take no extra collection fee on double downs or splits from the player or player-dealer.
6. All payoffs are to the extent that the Player-Dealer's money covers the action on the table. A Player-Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

BUSTER BLACKJACK BONUS WAGER

- Buster Blackjack is an optional wager attached to COWBOY BLACKJACK. It features a wager that
- allows the player to bet that the player-dealer will bust. The greater the number of cards in the player-dealer's busted hand the higher the payoff.
- There will be a distinctive marked betting spot on the table in which the player will place the optional wager.

RULES OF PLAY

- The Buster Blackjack side wager is an optional bet offered to all players who place a Cowboy Blackjack wager. A player must participate in the base game in order to make an additional wager.
- Buster Blackjack side wagers must be placed prior to the initial deal. The Buster Blackjack wager can not exceed the base game wager.
- If the Player-Dealer does not or cannot have a Natural and the player has a Natural the Cowboy Blackjack wager is paid and the player's cards are put away. The Buster Blackjack Bonus Wager remains in action whether or not the players busts or is dealt a Natural. All player and dealer hands will be dealt to completion.
- Once all players have made the decisions concerning their hands according to the rules for Cowboy Blackjack, the Player-Dealer will reveal his hole card and play out his hand. The payoff odds vary with the number of cards in the Player-Dealer's busted hand. The more cards in his busted hand, the higher the payoff.
 - If the Player-Dealer hand busts, all Buster Blackjack side wagers will be paid according to the posted Buster Blackjack pay table.

Mike's Card Room
Cowboy Blackjack

- If the Player-Dealer does not bust, all Buster Blackjack wagers will be collected in rotation to the extent of the money in action.
- The Player-Dealer will pay all winning Buster Blackjack Bonus Wagers and will collect all losing Buster Blackjack Bonus Wagers.
- In the event that the player-dealer's wager does not cover the amount wagered by the players, an action button will be used to designate where the action will begin. Additionally, each player's wager receives action in the following order: Cowboy Blackjack Wager followed by the Buster Blackjack Bonus Wager.

Buster Blackjack Pay Tables
(All payouts are "to 1")

Number of Cards in Dealer's Busted Hand	Option A
3	2
4	2
5	4
6	15
7	50
8 or more	200

COLLECTION RATES

There shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. There is no collection fee taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager or places a Buster Blackjack Bonus Bet wager. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Ample notice shall be provided to players relating to the assessment of fees. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. The Buster Blackjack side wager cannot exceed the posted Bonus Wager limit. The wagering limit for the Buster Blackjack Bonus Wager for all limits shall be \$1 minimum and shall not exceed \$20 maximum. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees for the game of Cowboy Blackjack are as shown below:

Table Limit	Total Table Wagers	Player-Dealer Collection Fee	Player Collection Fee
\$5 - \$300	\$5 - \$50	\$0.50	\$0.00
	\$51 - \$300	\$2.00	
	\$301 and up	\$5.00	

Mike's Card Room
Cowboy Blackjack

LEGAL

The player/dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an - intervening player/dealer so one person cannot continually occupy the position and the "bank hand within the meaning of OLIVER V COUNTY OF LOS ANGELES (1988) 66 Cal. App. 4th 397, 1408-1409. And in addition to the meaning of AB 141 6 (the Wesson Bill) which added section 330.1 Ito the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a player/dealer position.



*Three Card Poker 6 Card Bonus is owned, patented and/or copyrighted by SHFL Entertainment, Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Three Card Poker 6 Card Bonus (TCP) is a Three Card Poker game that utilizes a player-dealer position. As in other games featuring a player-dealer, the players play against another player who will collect all winnings and pay all losing wagers to the extent that their wagers covers.

The player-dealer will only “bank” the hand (including bonus bets) for two consecutive times before it is offered in a clockwise fashion around the gaming table.

Type of gaming table utilized for this game:

Three Card Poker 6 Card Bonus shall be played on a standard blackjack table having eight places on one side for the players and the player-dealer, and a place for the house dealer on the opposite side. Each Three Card Poker 6 Card Bonus table shall have a drop box attached to it.

The cloth covering a Three Card Poker 6 Card Bonus table (the layout) shall have wagering areas for eight players.

The wagering areas shall be designated as follows:

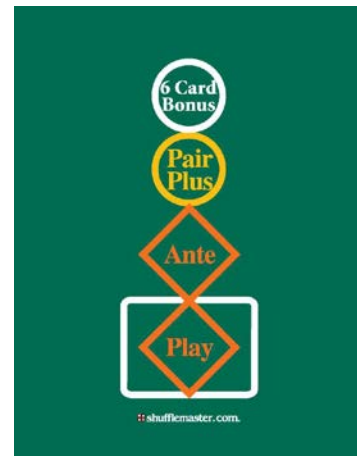
1. For Ante wagers the word “Ante”;
2. For Play wagers the word “Play”;
3. For Pair Plus wagers the words “Pair Plus”;
4. For 6 Card Bonus wagers on the words “6 Card Bonus.”

Number of players in the game:

A maximum of eight players including the player-dealer position.

Type of card deck used:

1. **Shuffling Machine:** Cards used to play Three Card Poker 6 Card Bonus shall be dealt from a single deck automatic card shuffling device (‘shuffler’).
2. **Physical Characteristics:** Cards used to play Three Card Poker 6 Card Bonus shall be in standard decks of 52 cards. No jokers shall be utilized.
3. **Number of Decks:** Cards used to play Three Card Poker 6 Card Bonus shall be played with two alternating decks, each consisting of a 52-card deck with backs of the same design.





- a. The backs of each deck will be a different color;
- b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Hands of cards shall rank, from highest to lowest, as follows:

3-Card Hand Dealt	Hand Requirements
Mini Royal Flush	A hand that consists of an ace, king, and queen of the same suit.
Straight Flush	A hand that consists of three cards of the same suit in consecutive ranking. Ace, king, and queen are the highest ranked straight flush and 4, 3 and 2 is the lowest ranked straight flush.
Three of a Kind	A hand that consists of three cards of the same rank. Three aces is the highest ranked three of a kind and three 2's is the lowest ranked three of a kind.
Straight	A hand that consists of three cards that are in consecutive ranking, but that are not the same suit. Ace, king, and queen are the highest ranked straight and ace, 2, 3 is the lowest ranked straight.
Flush	A hand that consists of three cards of the same suit, but that are not in consecutive ranking. An ace, king, and jack is the highest ranked flush and a 5, 3, and 2 is the lowest ranked flush.
One Pair	A hand that consists of two cards of the same rank. Two aces is the highest ranked pair and two 2's is the lowest ranked pair.
High Card	A hand that consists of three cards that do not make any of the hands listed above. An ace, king, and 9 is the highest ranked high card hand and 5, 3, and 2 is the lowest ranked high card hand.

Betting scheme:

1. All wagers in Three Card Poker 6 Card Bonus shall be made by placing gaming chips on the appropriate betting areas of the table layout keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the house dealer announcing, "no more bets." No bets shall be made, increased, or withdrawn after the house dealer has announced, "no more bets."
3. At the beginning of each round of play, each player shall be required to place an Ante wager. Each player will have the option to place a Play wager, after inspecting their hand, which must be equal to the Ante wager.
4. Each player at a Three Card Poker 6 Card Bonus table, who has placed the Ante wager required above, shall also have the option to make an additional "Pair Plus" wager or a "6 Card Bonus" wager



that awards a bonus payout to the player(s) who receives a poker hand consisting of certain hand combinations as listed in the *Bonus Bet Payout Table(s)*.

5. Backline betting is not permitted on any wager.

Dealing procedures:

1. Immediately prior to the commencement of play and after each round of play has been completed, the house dealer shall shuffle the cards by use of a shuffle machine so that the cards are randomly intermixed. Upon completion of the shuffle, the device shall dispense cards in stacks of three.
2. The house dealer shall wait for each player to place their Ante wagers as well as any bonus wagers. After each player has had the opportunity to place his/her bonus wager, the house dealer will announce, "no more bets."
 - a. The house dealer shall deliver the first stack of cards dealt by the shuffler to the player to the left of the player-dealer position. As the remaining stacks are dispensed by the shuffler, the house dealer shall deliver a stack in turn to each of the other players, including the player-dealer, moving clockwise around the table. The house dealer shall deliver each stack face-down. The stack given to the player-dealer shall be delivered face-down after which the bottom card will be turned face-up.
3. After the stacks have been delivered to each player and the player-dealer, the house dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his/ her cards.
2. Each player who wagers in Three Card Poker 6 Card Bonus shall be responsible for his/ her own hand and no person other than the player or the house dealer may touch the cards of that player. Each player shall be required to keep his/ her three cards in full view of the house dealer at all times.
3. After examination of the cards, each player who has placed an Ante wager shall have the option to either make a Play wager in an amount **equal** to the player's Ante wager or forfeit the Ante wager and end his or her participation in the round of play with the exception of a player that placed a 6 Card Bonus wager. The house dealer shall offer this option to each player, starting with the player to the left of the player-dealer and moving clockwise around the table in order.
 - a. If a player has placed a Pair Plus wager, but does not make a Play wager, the player shall forfeit the wager, as well as, the Ante wager.
 - b. If a player has placed a 6 Card Bonus wager, but does not make a Play wager, the player shall still be eligible for the 6 Card Bonus payout.
4. After each player has either placed a wager on the table in the Play wager area or forfeited his/ her wager and hand, the house dealer shall collect all forfeited wagers and associated cards, placing them in the discard rack.



5. The house dealer shall then reveal the remaining player-dealer's cards and place the cards so as to form the highest possible ranking hand. The player-dealer must qualify to play with a **minimum of queen-high**.
 - a. If the player-dealer does NOT qualify, the Play wager receives no action. The house dealer shall immediately refund these wagers to players.
 - b. If the player-dealer's hand does NOT qualify, the Ante wager receives action. If the player did not fold and their hand ranks higher than the player-dealer's hand, the player shall be paid even money. If the player-dealer's hand ranks higher than the player's hand, the Ante wager shall be a **push** and be returned to the player.
 - c. If the player-dealer's hand qualifies, the house dealer shall immediately stack each player's Play wager atop the Ante.
 - i. If the player's hand beats the player-dealer's hand, the player wins even money on the Ante and the Play wagers.
 - ii. If the player-dealer's hand beats the player's hand, the player loses both the Ante and the Play wagers.
 - d. If the player's hand and the player-dealer's hand are equal in rank and value, the hand is considered a tie and the Ante and Play wagers shall push and be returned to the player.
6. The house dealer shall then reveal the three card hand of each active player, starting with the player to the left of the player-dealer position.
7. All cards collected by the house dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
8. The action on payouts will always begin with the player to the left of the player-dealer position and continue clockwise. Wagers will be settled in the following order from player to player: the Ante wager, then the Play wager, then the Pair Plus wager (if placed), and then the 6 Card Bonus wager (if placed). Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
9. Player-dealers are never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player-dealer wager. The house shall not participate as the player-dealer. The house shall not take a percentage of wagers placed in the game. There is no maximum on the player-dealer's wager.
10. The player-dealer position shall be offered systematically and continuously in a clockwise manner around the table after every two hands. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The gambling establishment does not participate in the actual play of the game and has no interest in the outcome of the play.



Pair Plus:

The Pair Plus is an optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a Pair Plus wager if he/she has also placed an Ante wager prior to the initial deal.
2. Pair Plus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the Pair Plus Bonus Bet and any collection fees that may be taken.
4. The Pair Plus only considers the three cards each player receives.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the Pair Plus wager.
7. The player-dealer will pay all winning Pair Plus wagers and will collect all losing Pair Plus wagers.
8. The Pair Plus wager may win or lose regardless of the outcome of the base game wager. However, the Pair Plus wager shall be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Backline betting is not permitted on the Pair Plus Wager.
11. Winning Pair Plus wagers pay as follows:

3- Card Hand	Payoff
Mini Royal Flush	200:1
Straight Flush	40:1
Three of a Kind	30:1
Straight	6:1
Flush	3:1
One Pair	1:1

6 Card Bonus:

The 6 Card Bonus is an additional optional bonus bet for Three Card Poker. The rules are as follows:

1. A player shall only place a 6 Card Bonus wager if he/she has also placed an Ante wager prior to the initial deal.
2. 6 Card Bonus wagers must be placed prior to the initial deal.
3. See the collection rate schedule for restrictions on the amount that may be wagered on the 6 Card Bonus Bet and any collection fees that may be taken.
4. The 6 Card Bonus wager considers the three cards dealt to the player's hand and the three cards dealt to the player-dealer's hand. A player then uses any of those six cards, regardless of the number of cards used from their hand or the player-dealer's hand, to make the best possible five card poker hand.
5. If the player's hand qualifies for payouts, the player is paid according to the posted pay below by the player-dealer.
6. If the player's hand does not qualify for payouts, the player-dealer collects the 6 Card Bonus wager.
7. The player-dealer will pay all winning 6 Card Bonus wagers and will collect all losing 6 Card Bonus wagers.



8. The 6 Card Bonus wager may win or lose regardless of the outcome of the Ante wager. The 6 Card Bonus wager shall not be forfeited if the player folds their hand and does not place a Play wager.
9. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer will be returned to the players.
10. Backline betting is not permitted on the 6 Card Bonus wager.
11. Winning 6 Card Bonus wagers pay as follows:

	TCB-6B4
Royal Flush	1,000:1
Straight Flush	200:1
Four of a Kind	100:1
Full House	20:1
Flush	15:1
Straight	10:1
Three of a Kind	7:1



Glossary of terms used in the controlled game:

Action	The player position where the settling of wagers begins.
Ante	The mandatory wager players make before seeing their hand.
Backline Betting	Any wager made by a player on any position other than their own position.
Bet	Chips placed on the table in a betting square.
Betting Square	A specially marked area on the table designated specifically for wagers.
Bonus Bet	An optional bet for players who place an Ante wager. See bonus bet pay chart in rules.
Boxed Card	A card that is turned face up in the deck.
Cut	Separating the deck or decks into two parts, placing the top cards on the bottom and the bottom cards on the top.
Cut Card	A card used to determine the location of the cut.
Fold	The player option to surrender his/her ante, rather than continue the game.
Hand	A five card poker hand formed for each player by combining the three cards dealt to the player and the two community cards.
Play	An optional wager that players make after seeing their three-card hand. The Play wager must equal the Ante wager. If players make the play, it means they wish to enter the showdown against the player-dealer. If players decide not to make the play, they forfeit their ante wager, and are no longer in the game.
Player-dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position taking the player-dealer position is also referred to as the player-dealer.
Qualifier	A specific set of card(s) that a player and/or the player-dealer must have to play.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Seated-positions	The designated positions on the table (often designated with a number) where players may place wagers and receive a hand.
Suit	One of the four categories of cards: club, diamond, heart, or spade.



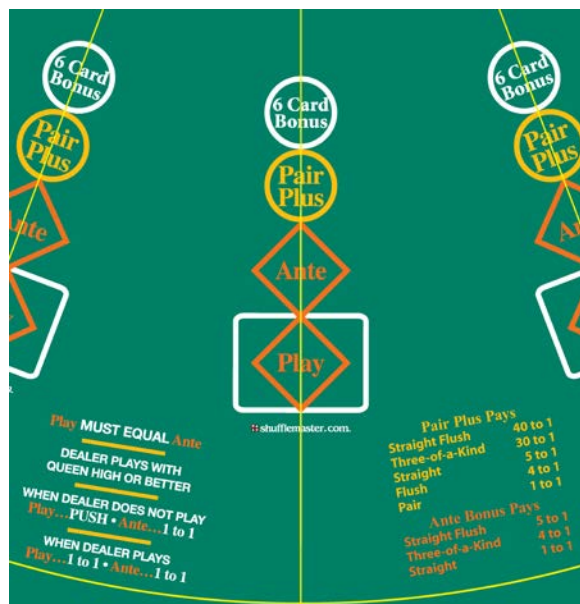
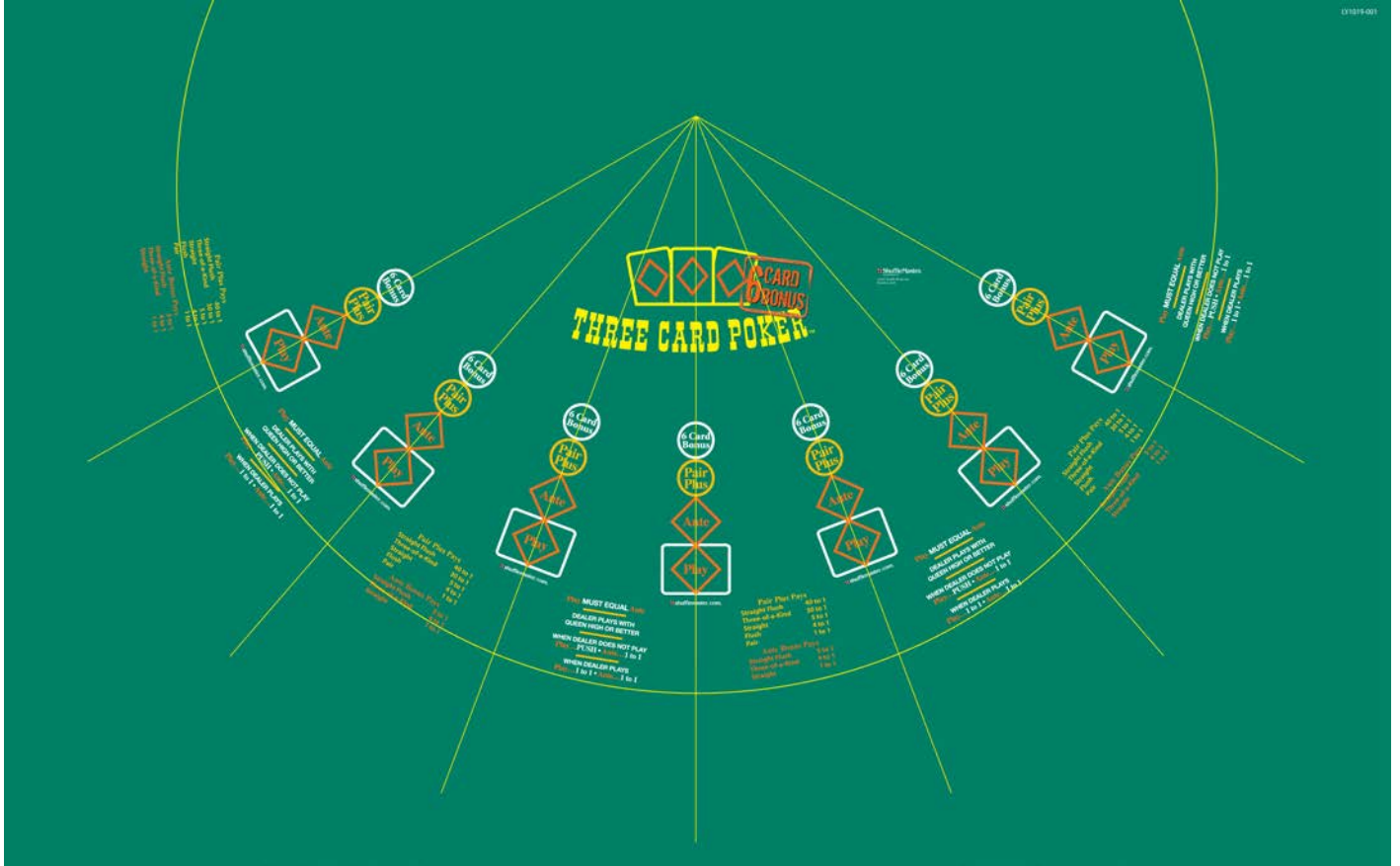
Collection Fees

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For Schedule Options 1-3, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as Total Table Action, which includes the Ante, Pair Plus, Play, and 6 Card Bonus Wagers. The minimum wager for the Pair Plus bonus wager shall be \$0 and the maximum wager for the Pair Plus bonus wager shall be \$50. The minimum wager for the 6 Card bonus wager shall be \$0 and the maximum wager for the 6 Card bonus wager shall be \$25. There shall be no collection fee taken from the player for any wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Only one collection schedule, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Furthermore the collection rates may not be calculated as a portion of wagers made or winnings earned. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$300	\$5-\$50	\$0.50	\$0
		\$51-\$300	\$2.00	
		\$301+	\$5.00	
2	\$5-\$300	\$5-\$50	\$1.00	\$0
		\$51-\$100	\$2.00	
		\$101-\$300	\$3.00	
		\$301+	\$5.00	
3	\$5-\$300	\$5-\$10	\$0	\$0
		\$11-\$50	\$0.50	
		\$51-\$100	\$1.00	
		\$101-\$300	\$3.00	
		\$301+	\$5.00	

THREE CARD POKER™





*Ultimate Texas Hold'em is owned, patented and/or copyrighted by ShuffleMaster Inc. Please submit your agreement with Owner authorizing play of Game in your gambling establishment together with any request for Bureau of Gambling Control (Bureau) approval to play this game. Please note that the Bureau is making the details of this game available to the public as required by subdivision (g) of Business and Professions Code section 19826, but the posting does not waive any rights to the game content which may be held by Owner. The terms of any agreement with Owner are to be negotiated between the gambling establishment and Owner, and any dispute or asserted breach related thereto are private matters which will not be resolved by the Bureau.

Standards of play:

Ultimate Texas Hold'em features head-to-head play against the player/dealer and an optional bonus bet.

The player/dealer position will be selected as in other games approved by the Bureau of Gambling Control; and the player/dealer will only "bank" the hand (including bonus bets) for two (2) consecutive times before it is rotated in a clockwise fashion around the gaming table.

Players and the player/dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk and win. If players bet pre-flop, they may risk 3x or 4x their ante. If they bet on the flop, they may bet 2x their ante. If they wait until the river, when all community cards are out, they may only bet 1x their ante.

This game also features an optional bet, the Trips bonus. Players win the Trips bonus if their final five-card hand is three of a kind or higher. Odds will be printed on layout.

Type of gaming table utilized for this game:

Ultimate Texas Hold'em shall be played on a table having seven (7) places on one side for the players and the player/dealer for a total of eight seated positions, including a place for the Casino dealer on the opposite side of the table. Each Ultimate Texas Hold'em table shall have a drop box attached to it.

The layout cloth covering the table shall bear an inscription to the effect that the "Player/Dealer only plays with a pair or higher."

The wagering areas shall be designated as follows:

1. For ante wagers on the word "Ante";
2. For blind wagers on the word "Blind";
3. For trips bonus wagers on the word "Trips"; and
4. For play wagers on the word "Play."

Number of players in the game:

A maximum of seven players plus the player/dealer position for a total of eight seated positions.



Type of card deck used:

1. **Shuffling Machine:** Cards used to play Ultimate Texas Hold'em shall be dealt from an automatic card shuffling device ("shuffler").
2. **Physical Characteristics:** Cards used to play Ultimate Texas Hold'em shall be in standard decks of fifty-two (52) cards.
3. **Number of Decks:** Cards used to play Ultimate Texas Hold'em shall be played with two (2) alternating decks, each consisting of fifty-two (52) cards with backs of the same design.
 - a. The backs of the cards of the two decks are of different color;
 - b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

Ranking of Hands:

1. All suits of cards shall have the same rank.
2. Cards shall rank, from lowest to highest, as follows:
 - a. 2, 3, 4, 5, 6, 7, 8, 9, 10, jack, queen, king, ace.
3. Hands of cards shall rank, from lowest to highest, as follows:
 - a. 1 Pair 2 cards of the same value. A higher pair beating a lower pair. Aces shall be high.
 - b. 2 Pairs 2 different sets of pairs. The highest pair has priority when comparing hands. If the high pairs are the same, then the low pairs are compared, and then the remaining card.
 - c. 3 of a Kind 3 cards of the same value.
 - d. Straight 5 cards of any suit in sequence. An ace may be counted as high or low.



- e. Flush 5 cards of the same suit, not in sequence. The value of the highest card in the hand shall decide the ranking between 2 flushes, and where the highest cards in both hands are the same value, the next card and so on.
- f. Full House 3 cards of the same value and a pair (two cards of the same value). The hands take their rank from the threesome.
- g. 4 of a Kind 4 cards of the same value.
- h. Straight Flush 5 cards of the same suit in sequence.
- i. Royal Flush Ace, king, queen, jack, and 10 of the same suit.

Betting scheme:

1. All wagers at Ultimate Texas Hold'em shall be made by placing gaming chips on the appropriate betting areas of the table layout, keeping in mind the table minimum and maximum wagering limits.
2. All wagers shall be placed prior to the dealer announcing "No more bets." No bets shall be made, increased, or withdrawn after the dealer has announced, "No more bets."
3. Before the first card is dealt in a round, each player shall make either:
 - a. An equal wager in the "Ante" and "Blind" circles; or
 - b. An equal wager in the "Ante" and "Blind" circles and a "Trips Bonus Wager."

An ante wager and a blind wager are required to play the round.

4. The player/dealer will collect all losing wagers and will pay all winning wagers to the extent of their wager. Once the player/dealer's wager is exhausted, all player wagers not covered by the player/dealer will be returned to the players.

Dealing procedures:

1. Immediately before the start of each round of play and after all ante wagers, blind wagers, and any trips bonus wagers have been made, the casino dealer shall:
 - a. Call "No more bets"; and then
 - b. Starting on his/her left and continuing clockwise around the table, deal the cards.
2. All cards shall be dealt face down.
3. When a card shoe is used the cards shall be dealt as follows:



- a. 1 card to each wagering area containing an ante wager and blind wager and then 1 card to the player/dealer; followed by
 - b. A further card to each such wagering area and the player/dealer, so that each player and the player/dealer have 2 cards each; followed by
 - c. 5 community cards in the center of the table.
4. When an automatic shuffler is used the cards shall be dealt as follows:
- a. 2 cards at a time to each wagering area containing an ante wager and blind wager; followed by
 - b. 2 cards to the player/dealer; followed by
 - c. 5 community cards in the center of the table.
5. After the cards have been dealt and delivered to each player and the player/dealer, the dealer shall unload the remaining cards in the shuffler and place them into the discard rack without exposing the cards.

Round of Play

1. After the dealing procedures above have been completed, each player shall examine his or her cards and decide whether to check (do nothing) or to make a play wager three or four times the value of their ante wager. Once players bet, they cannot bet again and they cannot change their bet.
2. When players have made their player wagers (if any), the casino dealer shall proceed to turn over the first three community cards.
3. Players who have not already made a play wager may decide to either check again or to make a play wager two times the value of their ante wager.
4. The casino dealer shall proceed to turn over the remaining two community cards (the turn and the river).
5. When all five community cards are revealed, players who have not yet made a play wager can either fold or make a play wager equal to the value of their ante wager.
6. A player who decides to fold shall place his/her cards face down on the table. The casino dealer shall then, in relation to each player who has folded:
 - a. Collect the ante wager, blind wager, any trips bonus wager (if the hand is not a 3 of a Kind or better) on behalf of the player/dealer, and the player's cards;
 - b. Individually spread out the cards, face down, and count them; and



- c. Place the cards in the discard rack.
7. For all remaining players, the casino dealer will turn over the player/dealer's two cards. Each player and the player/dealer's two cards will be combined with three of the community cards to make the best five-card poker hand.
8. When handling the cards, players shall at all times ensure that the cards remain on or above the area of the table. The cards must not be removed from the table.

When the player/dealer does not qualify:

9. Where the player/dealer's hand is not 1 pair or higher, the player/dealer does not qualify. Starting with the player on the player/dealer's left, the casino dealer shall:
 - a. Expose each player's cards, signal a push for the ante and return the ante wager to each player that did not fold;
 - b. Resolve the play, blind, and trips bonus bets normally (see below "When player/dealer qualifies"); and
 - c. Collect, count and place the player's cards in the discard holder.

NOTE: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer does not qualify, it is not an automatic win for the player.

When the player/dealer qualifies:

10. If the player/dealer's hand has a poker value of a pair or higher, the casino dealer reconciles the hands of those players who remain in the game. Starting with the player to the left of the player/dealer, the casino dealer will:
 - a. Bring the player's cards into the "work area" between the player/dealer's hand and the trips bonus wager area and reveal the player's cards;
 - b. Determine the player's best 5-card poker hand utilizing any of the 7 cards available (player's 2 hole cards and 5 community cards);
 - c. Compare the player's hand with that of the player/dealer; and
 - d. Announce the value of the player's hand and whether it wins or loses.
11. A player's hand shall:
 - a. Win if it has a higher poker value than that of the player/dealer's hand;



- b. Lose if it has a lower poker value than that of the player/dealer's hand;
 - c. Constitute a push if it has a poker value equal to that of the player/dealer's hand.
 - d. If a player wins with less than a straight, the blind bet pushes.
12. If a player's hand loses, the casino dealer shall:
- a. Collect on behalf of the player/dealer, in order, the play, ante and blind wagers;
 - b. Determine whether the trips bonus wager qualifies and pay accordingly on behalf of the player/dealer; and
 - c. Collect, count and place the player's cards in the discard holder.
13. If a player's hand wins, the casino dealer shall on behalf of the player/dealer:
- a. Pay the ante wager and play wager on the hand;
 - b. Pay the blind wager if the hand is a straight or better;
 - c. Pay any trips bonus wager if the hand is a 3 of a kind or better; and
 - d. Collect, count and place the payer's cards in the discard holder.
14. If a player's hand constitutes a push, the casino dealer shall:
- a. Pay any trips bonus wager if the hand is a 3 of a kind or better;
 - b. Collect, count and place the player's cards in the discard holder.
15. Winning ante wagers and play wagers shall be paid 1 to 1.
16. Winning blind wager and trips bonus wagers shall be paid in accordance with the approved pay table for the cardroom.
17. Where a player has made a trips bonus wager at the beginning of the round and has received a 3 of a Kind or higher, the casino dealer shall leave the particular cards face up on the table and those cards shall not be collected or discarded until the payout on the hand has been made.
18. If the player receives a 3 of a Kind or higher, the trips bonus payouts are made regardless of whether the hand wins, loses, or pushes.

NOTE: If the player has a 3 of a Kind or better, the trips bet always wins – even if the player folds.

19. The player/dealer is never required to cover all opposing players' wagers. Payoffs of wagers are limited to the amount of the player/dealer wager. The house never participates as the player/dealer.



The house never takes a percentage of wagers placed in the game. There is no maximum on the player/dealer's wager.

20. The player/dealer position rotates in a systematic and continuous way among the seated players, and no one player may serve as the player/dealer for more than two consecutive hands. The player/dealer button rotates clockwise around the table.

Ultimate Texas Hold'em Paytables

Hand	UTH-02	
	Trips Bonus	Blind
Royal Flush	50 to 1	500 to 1
Straight Flush	40 to 1	50 to 1
Four of a Kind	20 to 1	10 to 1
Full House	7 to 1	3 to 1
Flush	6 to 1	3 to 2
Straight	5 to 1	1 to 1
Three of a Kind	3 to 1	



Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. The Bureau has the right to: (1) review the lawfulness of the CA Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines that the CA Games Collection Rates are unlawful; (3) require gambling establishments to cease and desist offering the CA Games Collection Rates, if found unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Blind and Trips Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as total table action. A collection fee shall not be taken from a player for placing any wager. Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed below, shall be used at a table at any one time. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit. The approved collection fees and schedule for the game of Ultimate Texas Hold'em are as shown below:

Schedule Option	Table Limit	Total Table Action	Player-Dealer Fee	Player Fee
1	\$5-\$300	\$5-\$50	\$0.50	\$0
		\$51-\$300	\$2.00	
		\$301+	\$5.00	
2	\$5-\$300	\$5-\$50	\$1.00	\$0
		\$51-\$100	\$2.00	
		\$101-\$300	\$3.00	
		\$301+	\$5.00	
3	\$5-\$300	\$5-\$10	\$0.00	\$0
		\$11-\$50	\$0.50	
		\$51-\$100	\$1.00	
		\$101-\$300	\$3.00	
		\$301+	\$5.00	



Glossary of terms used in the controlled game:

Ante Wager	The initial wager placed by a player in the ante circle.
Blind Wager	The initial wager that must be equal to the ante wager placed by each player in the blind circle. Unlike a blind bet made in a standard Poker game, this payout for this bet is based on the value of the hand made by the player. This bet is paid if the player gets a straight or better.
Check	To pass on placing a play wager.
Community Cards	Cards dealt face upward which can be used by all players to complete their best possible hand.
Fold	In relation to a hand of cards, means to no longer continue with the hand.
Play Wager	An additional wager made by a player on his/her hand.
Player/Dealer	Seated-position that, for any given hand of play, all other players at the table are playing against. The player in that position is also referred to as the player/dealer.
Poker Value	In relation to a hand of cards, the ranking of that hand as determined by the ranking of hands in the rules.
Round of Play	One complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected in accordance with the game rules.
Trips Bonus Wager	An additional wager which is paid if the player gets 3 of a kind or higher regardless of whether he or she beats the player/dealer.

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

Type of Game

The game of Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet utilizes a player-dealer position and is a California game. The player-dealer shall collect all losing wagers, pay all winning wagers, and may not win or lose more than the original amount wagered. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players. The player-dealer may only "bank" the hand (including bonus bets) for two consecutive rounds of play before it is offered in a clockwise fashion around the gaming table. The gambling enterprise does not participate in the actual play of the game and has no interest in the outcome of the play.

Object and Summary of the Game

This game uses the traditional Pai Gow Poker game and adds two bonus bets, Wrangler Push Bonus Bet and Outlaw 9 High or Better Bonus Bet. The bonus bets have to be placed prior to the hands being played. A player has the option to place a Wrangler Push wager and the wager will win when the player's hand and the player-dealer's hand push. This Wrangler Push Bet pays 1:1 except when there is a pair of 3's or higher, then it will pay 2:1. In addition, a player has the option to place an Outlaw 9 High or Better Bonus Bet wager and the wager will win when the wagered hand of seven cards consists of an Ace high or lower.

The object of the game is for both of the player's two hands to rank higher than both of the player-dealer's two hands by strategically playing the seven-card poker hand with a two-card low hand and a five-card poker high hand. Should one hand rank exactly the same as the player-dealer's hand, this is a tie. The player-dealer wins all ties. If the player wins one hand, but loses the other, this is considered a "push" and no money exchanges hands.

Description of the Deck and Number of Decks Used

1. **Manual Shuffle performed by house dealer:** Except as provided in (2) below, Pai Gow Poker shall be played with a standard 52 card deck including a Joker for a total of 53 cards with backs of the same color and design, one additional cutting card and one additional cover card. The cutting card and cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. The deck of cards used to play Pai Gow Poker shall include one joker. Nothing in this section shall prohibit the casino from using decks, which are manufactured with two jokers provided that only one joker is used for gaming at Pai Gow Poker.
2. **Shuffling Machine:** If an automated card shuffling device (shuffler) is used for Pai Gow Poker, a second deck of cards will be used to play the game provided that:
 - a. Each deck of cards complies with (1) above.
 - b. The backs of the cards in the two decks are of a different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from one deck only shall be placed in the discard rack at any given time.
3. **Number of Decks:** Cards used to play Pai Gow Poker shall be played with two (2) alternating decks, each consisting of fifty-three (53) cards with backs of the same design.

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

- a. The backs of the cards of the two decks are of different color;
- b. One deck will be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
- c. Both decks will be continuously alternated in and out of play, with each deck being used for every other round of play; and
- d. The cards from only one deck shall be placed in the discard rack at any given time.

Hand Rankings

Pai Gow Poker is played with a standard fifty-two (52) card deck with one joker, fifty-three (53) cards total. The Joker can only be used as an Ace, or to complete a Straight, Flush, or a Straight Flush.

The highest 5-card hand is Five Aces, and the highest 2-card hand is a Pair of Aces. The hand rankings, based on traditional poker rankings, are as follows:

Rank	Combination of Cards
1 st	Five Aces (A-A-A-A-Joker)
2 nd	Royal Flush (10-J-Q-K-A of the same suit)
3 rd	Straight Flush (Five cards, same suit, ranked in order; i.e. 6-7-8-9-10 of hearts)
4 th	Four-of-a-kind (Four cards of the same rank; for example, 5-5-5-5) The highest-ranked cards win should the p/d and player both have a four-of-a-kind
5 th	Full House (Three-of-a-kind and one pair) The highest-ranking three-of-a-kind wins; i.e. K-K-K-7-7 beats a 10-10-10-A-A
6 th	Flush (Five cards, same suit, regardless of ranking; i.e. 5-8-9-Q-K of spades)
7 th	Straight (Five cards of different suits ranked in order)
8 th	Three-of-a-kind (Three cards of the same ranking; for example, Q-Q-Q)
9 th	Two Pair (Two sets of pairs)
10 th	A Pair (Two cards of the same value)
11 th	High Card

Description of Table Used and Total Number of Seated Positions

Pai Gow Poker shall be played on a table having seven active seats and one inactive seat. An 8-seat table may be used with one inactive seat in order to symmetrically accommodate a floor person and another seated player. The inactive seat has the betting spots blocked. The inactive seat rotates clockwise, and is always located immediately to the right of the player-dealer, from the dealer's perspective.

Pai Gow Poker is played on a standard Pai Gow Poker table which seats a maximum of seven players including the player-dealer position. Backline betting is permitted on all wagers.

Dealing Procedures and Round of Play

The casino dealer will complete the deal of seven piles of seven cards face down in front of the casino dealer. When dealing the seven piles of seven cards, the casino dealer shall deal one card at a time in front of them until there are seven cards, starting from left to right. Once there are seven cards laid out, the casino dealer shall deal each pile another card, from right to left, giving each pile a total of two cards. This process of dealing cards left to right, then right to left, shall be completed until each pile has seven cards. The remaining four cards shall be placed in the discard pile.

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

Once the cards have been stacked, the player-dealer randomly selects which pile will be distributed to the first player who receives the "Action" button. The casino dealer identifies the hand by placing a button marked "Action" on this pile by pushing it forward and turning the pile behind it side ways.

To determine the placement of the "Action" button, the player-dealer shakes a Dice Cup containing three standard dice. The sum of the dice indicates to which seat the first pile of seven cards will be distributed. The player-dealer's position is always one, eight, and fifteen. Other seats, in clockwise rotation, respectively represent the other numbers. If the numerical total of the dice are one, eight, or fifteen, the player-dealer shall receive the first set of cards and the player to the left of the player-dealer shall receive the "Action" button. Wagers shall be settled in a clockwise manner around the table, starting with the player with the "Action" button. Furthermore, all wagers shall be settled from seat to seat in the following order: the Pai Gow Poker game wager, then the Wrangler Push Bonus Bet wager, and then the Outlaw 9 High or Better Bonus Bet. Once the player-dealer's wager has been exhausted, the wagers not covered by the player-dealer shall be returned to the respective players.

Once the "Action" button position is determined, the casino dealer shall distribute the seven piles of cards, starting with the pile that has the "Action" button and continuing clockwise around the table. All seven piles of cards will be distributed to all seats at the table, regardless of whether a player is seated at each position or a wager has been placed. Once all of the piles of cards have been distributed, the casino dealer will collect the cards distributed to seats without a wager and place them in the discard pile.

Each player and the player-dealer put up any base game bets and bonus bets they wish to place for the next hand before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the appropriate position(s) on the table constitute a valid bet. Each player is responsible for the chips he/she places on the table.

The casino dealer will then follow dealing procedures and standards of play, as described above.

Once the cards have been distributed, each player shall set their hands by arranging the seven cards into a two-card hand which is placed in front of the five-card hand, and a five-card hand which is placed behind the two-card hand. The five-card hand must rank higher than the two-card hand, according to the ranking of hands, as shown above.

When all players' hands have been set, the casino dealer exposes the player-dealer's hand, and sets it according to the "House Way" chart for Mike's Cardroom, as shown below:

Mike's Cardroom Pai Gow Poker House Way	
High Card	Put the 2nd and 3rd highest cards in front.
One Pair	Pair behind. 2 highest unpaired cards in front.

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

Two Pairs	If Big Pair is: <ol style="list-style-type: none"> 1. A's, K's or Q's: Put the small pair in front. 2. J's, 10's or 9's: Put both pairs in back if you can put an Ace in front, otherwise put small pair in front. 3. 8's, 7's or 6's: Put both pairs in back if you can put a King in front, otherwise put small pair in front. 4. 5's, 4's or 3's: Put both pairs in back if you can put a Queen in front, otherwise put small pair in front.
Three Pairs	Put the highest pair in front with 2 pair behind.
Three of a Kind	<ol style="list-style-type: none"> 1. A's: A+ next highest card in front. 2. K's and below: Put three of a kind in back and the two other highest cards in front
Three of a Kind x 2	Put pair from higher set in front.
Straight, Flush or Straight Flush with No Pair	Two highest possible cards in front that leaves any completed hand in back.
Straight, Flush or Straight Flush and 1 Pair	Two highest possible cards in front that leaves any complete hand behind.
Straight, Flush or Straight Flush with 2 Pairs	Set according to the 2 pair strategy
Straight, Flush or Straight Flush with Trips	Pair in front with complete hand behind.
Full House	Put the pair in front and keep the three of a kind behind.
Four of a Kind	<ol style="list-style-type: none"> 1. A's, K's or Q's: Play four of a kind in back if you can put at least a pair in front, otherwise split 2. J's, 10's or 9's: Play four of a kind in back if you can put at least a king up front, otherwise split 3. 8's, 7's or 6's: Play four of a kind in back if you can put at least a queen up front, otherwise split 4. 5's, 4's, 3's or 2's: Always play four of a kind behind.
Five Aces	Put pair of Aces in Front

*Always play a pair on top and a complete hand (straight or better) behind if possible.

Once the player-dealer's hands are set according to the "House Way," each player's hand is exposed, in turn, and compared to the player-dealer's hands to determine the winners, losers, or tie hands.

Each player's five-card hand will be compared to the player-dealer's five-card hand, and each player's two-card hand will be compared to the player-dealer's two-card hand, in turn, starting with the "Action" button, to determine the winner according to the following criteria:

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

1. The Pai Gow Poker game wager wins if the two card hand and the five card hand held by the player ranks higher than the player-dealer's two card hand and the five card hand. Winning Pai Gow Poker game wagers are paid 1 to 1.
2. The Pai Gow Poker game wager loses if the two card hand and the five card hand held by the player ranks lower than the player-dealer's two card hand and the five card hand.
3. The Pai Gow Poker game wager "pushes" if one of the hands held by the player ranks higher than the player-dealer's corresponding hand, and the player's other hand ranks lower than the player-dealer's corresponding hand. In this case, neither the player nor the player-dealer wins or loses; the wager is a "push" and is returned to the player.
4. If one hand is identical in rank to the player-dealer's hand, it is a "copy hand." The player-dealer wins all "copy hands."

If the player sets the hands so that the two-card hand is higher than the five-card hand, it is a Foul Hand and automatically is a losing hand. Similarly, if there are not exactly two cards in one hand and five cards in the other hand, it is a foul hand and automatically loses.

Once the standard Pai Gow Poker wagers are settled (win, lose, tie/push) the casino dealer will determine if the player's hand qualifies for the Wrangler Push and/or the Outlaw 9 High or Better Bonus.

The Wrangler Push is considered when the player hand and the player-dealer hand result in a push.

The Outlaw 9 High or Better Bonus is considered when a player has seven cards where no straight or flush is possible.

Wrangler Push Bonus Bet

The Wrangler Push Bet is an optional wager for players. The wager wins when the outcome of the player hand and player-dealer hand results in a push, otherwise the wager loses. The wager pays 1:1 if the hand results in a push and 2:1 when the outcome of the hand is a push with either the player's hand, player-dealer's hand, or both hands containing a pair of 3's or higher in their two-card hand. Both hands will always be set house way to determine the outcome of this bonus wager.

- Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.
- The Wrangler Push Bonus Bet may be less than, equal to, or greater than the base game wager as long as its within the table limits.
- The player-dealer will pay all winning bonus bets and will collect all losing bonus bets.
- In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will beign.
- Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.
- Bonus Bet shall be paid according to the table, as shown below:

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

Wrangler Push Hand	Payout
Push	1:1
Push with 2 Card Hand of 3's or Higher	2:1

Outlaw 9 High or Better Bonus Bet

The Outlaw 9 High or Better Bonus is an optional wager for players. This bonus bet wins if the player has a Pai Gow hand of 9 high or 10 high (Pai Gow Poker represents a hand with seven singletons, where no straight or flush is possible), or all cards are the same color red or black or if the player's hand contains any of the listed poker hands, three pairs or better. If multiple bonuses are in the player's hand the player will be paid the highest bonus payout. The wagered hand will always be set House Way to determine the outcome of the wager.

- Players have the option to bet bonus wagers only. They are not required to place a base bet in order to have a bonus wager.
- The Outlaw 9 High or Better Bonus Bet may be less than, equal to, or greater than the base game wager as long as it is within the table limits.
- In the event the player-dealer's money does not cover the amount wagered by the players, an action button will be used to designate where the payout will begin.
- Once the player-dealer's money has been exhausted, the wagers that were not covered by the player-dealer will be returned to the players.
- The Outlaw 9 High or Better Bonus Bet shall be paid according to the table, as shown below:

Outlaw 9 Hands	Payout
7-Card Straight Flush	4,000 to 1
Royal Flush and Royal Match	2,000 to 1
7-Card Straight Flush with Joker	1,000 to 1
5 Aces	200 to 1
Royal Flush	100 to 1
Straight Flush	40 to 1
Four of a Kind	25 to 1
9 High Seven Cards, with no straights, flushes, pairs or Jokers	12 to 1
10 High Seven Cards, with no straights, flushes, pairs or Joker	10 to 1
Seven Cards all Red or Black with no straights or flushes	8 to 1
Seven Cards all Red or Black with no straights or flushes with a joker	6 to 1
Full House	5 to 1
Flush	4 to 1
Three of a Kind	3 to 1
Straight	2 to 1
Three Pairs	1 to 1

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet

Glossary of terms used in the controlled game:

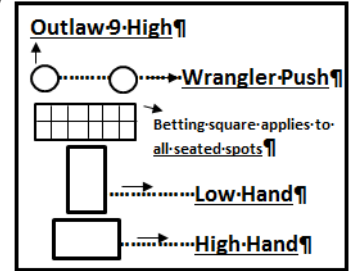
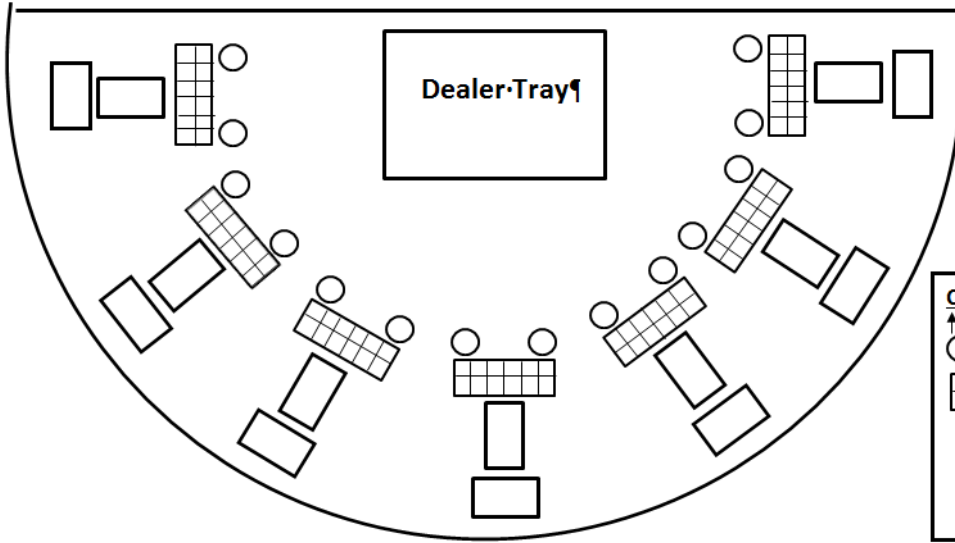
Action Pile	The pile chosen by the player/dealer, before the hand begins, which will be given out to the seated-position determined by the shake of the dice cup.
Action Button	A token used to designate where the settling of bets will begin (the action).
Action Player/Dealer	The player position where the settling of bets begins. Seated-position that, for any given hand of play, all other players at the table are playing against. The player(s) in that position taking the Player/dealer position is/are also referred to as the Player/dealer(s).
Seated-positions	The seven designated positions on the table (often designated with a number) where players may place bets and receive a hand.
House Way	A predetermined strategy for setting a hand into two and five card hands which may vary from house to house.
Copy Push	When a player's hand is ranked equally to the player/dealer's hand. When a player wins either the high or the low hand and the player/dealer wins the other.
Joker	Either the joker counts as an ace or it can be used to complete a straight, a flush, or a straight flush or it is wild.
Wild	A card that can be a duplicate of any card in the deck of a standard 52 card deck of playing cards. It will take on the value of any card that will give the hand its highest overall ranking.

Collection Fees

For **schedule options 1**, a collection fee shall be taken from each player for each betting circle that he or she places a base game wager on. The collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all player's controlled base game wagers. There shall be no additional collection fees on the Wrangler Push and Outlaw 9 High or Better Bonus Bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus bet wagers must be within table limits. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Rates may not be calculated as a fraction or percentage of wagers made or winnings earned. Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.

Schedule Options	Table Limit (per spot)	Player Bet	Player Fee	Player-Dealer Fee
1	Minimum \$10	\$10 - \$100	\$1	\$1
		\$101 - \$200	\$2	
		\$201 - \$300	\$3	\$2
		\$301 - \$400	\$4	
		\$401 or More	\$5	

Pai Gow Poker with Wrangler Push and Outlaw 9 High or Better Bonus Bet



California Games Collection Rates

Although the Bureau has approved these collection rates, games offering a zero collection are currently under Bureau review. Additionally, approval of these collection rates does not affect any rules regarding Player-Dealer Rotation. The Bureau reserves the right to: (1) review the lawfulness of the California Games Collection Rates; (2) notify all law enforcement agencies and gambling establishments if further review determines the California Games Collection Rates to be unlawful; (3) require gambling establishments to cease and desist offering the California Games Collection Rates if found to be unlawful; and (4) take action against those gambling establishments that decline to abide by the Bureau's cease and desist notification.

Cowboy Blackjack (GEGA-002853)

For **schedule options 1 through 3**, there shall be no collection taken from each player for placing any base wager or bonus bet. The collection fees shall be taken per hand, from the player-dealer position based on the total monetary value of all game wagers and bonus bet wagers that are placed by players before the cards are dealt, referred to as total table action. The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. There is no collection fee taken when a player doubles-down, splits cards, surrenders their hand, places an insurance wager or places a Buster Blackjack Bonus Bet wager. The Buster Blackjack side wager cannot exceed the posted Bonus Wager limit. The wagering limit for the Buster Blackjack Bonus Wager for all limits shall be \$1 minimum and shall not exceed \$20 maximum. The approved collection fees for the game of Cowboy Blackjack are as shown below.

Schedule Option	Table Limit	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$1,000	\$5-\$50	\$1.00	\$0
		\$51-\$100	\$2.00	
		\$101-\$300	\$3.00	
		\$301+	\$5.00	
2	\$5-\$1,000	\$5-\$100	\$1.00	\$0
		\$101-\$200	\$2.00	
		\$201-\$300	\$3.00	
		\$301+	\$5.00	
3	\$5-\$1,000	\$5-\$100	\$1.00	\$0
		\$101-\$300	\$3.00	
		\$301+	\$5.00	

California Games Collection Rates

Pai Gow Poker with Wrangler Push (GEGA-004364)

For **schedule option 1**, a collection fee shall be taken from each player for each betting circle that he or she places a base game wager on. The collection fee shall be taken per hand from the player-dealer position based on the total table action, which is the sum of all player's controlled base game wagers. There shall be no additional collection fees on the Wrangler Push and Outlaw 9 High or Better Bonus Bet. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. Bonus bet wagers must be within table limits.

Minimum Wagering Limits shall be between \$10 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player Fee	Player-Dealer Fee
1	\$10-\$100	\$1.00	\$1
	\$101-\$200	\$2.00	
	\$201-\$300	\$3.00	\$2
	\$301-\$400	\$4.00	
	\$401+	\$5.00	

Three Card Poker 6 Card Bonus (GEGA-003989)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer position based on the total aggregate value of the wagers placed by players, known as total table action, which includes the Ante, Pair Plus, Play, and 6 Card Bonus Wagers. The minimum wager for the Pair Plus bonus wager shall be \$1 and the maximum wager for the Pair Plus bonus wager shall be \$50. The minimum wager for the 6 Card bonus wager shall be \$1 and the maximum wager for the 6 Card bonus wager shall be \$25. There shall be no collection fee taken from the player for any wager placed. The collection fees shall be collected prior to cards being dealt or any round of play being conducted. The approved collection fees and schedules for the game of Three Card Poker 6 Card Bonus are as shown below:

Minimum Wagering Limits shall be between \$5 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$50	\$0.50	\$0
	\$51-\$300	\$2.00	
	\$301+	\$5.00	
2	\$5-\$50	\$1.00	\$0
	\$51-\$100	\$2.00	
	\$101-\$300	\$3.00	
	\$301+	\$5.00	
3	\$5-\$10	\$0.00	\$0
	\$11-\$50	\$0.50	
	\$51-\$100	\$1.00	
	\$101-300	\$3.00	
	\$301+	\$5.00	

California Games Collection Rates

Ultimate Texas Hold'em (GEGA-004060)

For **schedule options 1 through 3**, a collection fee shall be taken per hand from the player-dealer based on the total monetary value of all Ante, Blind and Trips Bonus wagers that are initially placed on the table by players prior to cards being dealt, referred to as total table action. A collection fee shall not be taken from a player for placing any wager. The approved collection fees and schedule for the game of Ultimate Texas Hold'em are as shown below:

Minimum Wagering Limits shall be between \$5 and \$1,000.

Maximum Wagering Limits shall be between \$100 and \$10,000.

Schedule Option	Total Table Action	Player-Dealer Collection	Player Collection
1	\$5-\$50	\$0.50	\$0
	\$51-\$300	\$2.00	
	\$301+	\$5.00	
2	\$5-\$50	\$1.00	\$0
	\$51-\$100	\$2.00	
	\$101-\$300	\$3.00	
	\$301+	\$5.00	
3	\$5-\$10	\$0.00	\$0
	\$11-\$50	\$0.50	
	\$51-\$100	\$1.00	
	\$101-\$300	\$3.00	
	\$301+	\$5.00	

Collection Procedures

- The collection fees shall be pre-determined and conspicuously posted on each table prior to any cards being dealt or a round of play commencing. Mike's Card Casino shall provide ample notice to patrons regarding the collection rates and fees, as well as the procedure for collecting them.
- Collection rates and fees shall be determined prior to the start of play of any hand or round. Collection fees shall be conspicuously posted on or within view of every gaming table.
- Only one collection schedule option, which utilizes one table limit and the specified collection fees for that table limit, as listed above, shall be used at a table at any one time.
- Rates may not be calculated as a fraction or percentage of wagers made or winnings earned.
- Flat fees on wagers may be assessed at different collection rates; however, no more than five collection rates may be established per table limit.